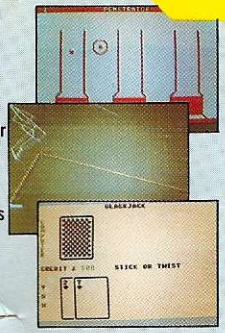
C16

Melbourne House

15 Great games for your Commodore 16. Games that will test your reflexes, your nerve, your logic, your strategy and your intelligence – educational games, simulation games, gambling games and more. You can even modify these programs for more fun packed action!

MADE IN U.K.



Games in this cassette value pack are: Micro Minotaur, Breakin, Warlock, Unscramble, Blockade, Hangman, Dragons Lair, Blackjack, Penetrator, Sam, Siege, 2D Maze, Zapp, Star Trader, Looney Landa.
All these games are from the C16 Games Book published by Melbourne House.

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COMMODORE 16 GAMES PACK I

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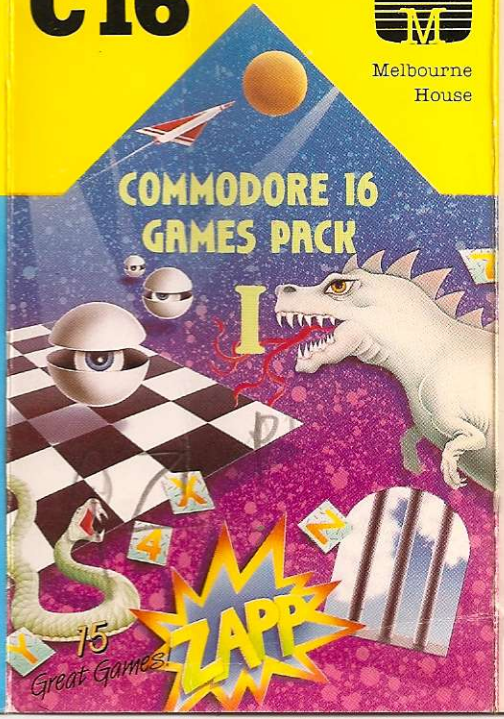

SIDE 1

MICRO MINOTAUR Guess a number in the range of 0 to 99. Do it by moving a piece around a board of numbers. As you pass over a number, it is removed and added to your score. If you pass over an X, a clue appears.

If you pass over a number greater than five you are pursued by a minotaur. If he captures you, you're dead. If you become encircled by spaces, press T. Move your piece around using I left, P right, Q up and Z down. When you have guessed the number, move to the white cursor.

BREAKIN You are inside a container with a series of brick walls, a moving ball and a bat. The ball is bouncing off the bricks and you must use your bat to stop it getting past. You are given nine balls for each game. The bat can be moved left and right using the I and P keys. There are three different brick walls and two bat sizes.

WARLOCK You have been cast into the world of the warlock. The objective is to live as long as possible but gather as much treasure as you can. You will be confronted with monsters and you will have one of three alternatives: attack, retreat or use a spell. Spells are not always effective against monsters.

UNSCRAMBLE A four-by-four matrix of numbers ranging from 1 to 15; 1 is blank and 2-15 are scrambled. You have to re-organise them into sequence from 1 in the top left to 15 in the bottom right. Use I and P to move the blinking cursor, then hit the SPACE bar to shift the pieces.

BLOCKADE In this fast-paced game, your goal is to build a wall in front of your opponent so that he crashes into it. Only by quick maneouvres, left or right, can you avoid the walls.
Controls: Player 1, Q left, Z right; player 2, I left, P right.

HANGMAN Guess the word before the computer hangs you.

The computer will print out a line of dashes, each dash representing a letter of the unknown word. Guess a letter by pressing a key. If you guessed correctly, the computer will replace a dash or dashes with the letter. If you were wrong, the computer will build the scaffold and start the execution.

DRAGONS LAIR Move through the Dragon's Lair in search of treasure but be careful, a fire breathing nasty is wandering around this place. You have a number of commands to move through this world. They are: go left, go right, go forward, pick-up 'object', examine 'object', drop 'object', recover treasure, slay monster, spell monster, gaze-into palantir.

BLACKJACK Play Blackjack, the player versus the computer. Start with $50 and bet up to your credit on one hand.

Enter your bet and hit return, wait for the computer to deal your card (face down). Use key S to stick, if you think your hand is good enough, or T to twist a new card over. Your bust if the total exceeds 21. Try D to double your stake.

SIDE 2

PENETRATOR You are the pilot of a spaceship which must land and pick up a stranded pilot. In front of your vechicle are three mountains filled with multiplying aliens. Move your ship up and down with Q and Z to target them, and destroy as many as possible by pressing the SPACE bar.

When the number of aliens gets below five you can land and pick up the pilot — but you must be quick!

SAM You are the commander of a ground-based guided-missile launcher. You launch surface-to-air missiles at attacking enemy craft flying overhead, and try to intercept and destroy them.

Use Q to move the missile up, Z down, I left and P right. The SPACE bar will launch a new missile and abort one currently zooming about.

SIEGE It's you versus the Commodore 16. Use your ballista to lob huge rocks at the castle, trying to demolish it before it destroys your castle. You can raise and lower your ballista with Q and Z, and trundle it closer to or further away with P or I. Hitting the SPACE bar will fling your boulder.

2D MAZE You are placed randomly within a maze and must work your way to the end.

You can turn left or right with the I and P keys, or move forward to the next junction by hitting the SPACE bar. The end of the maze is a flashing wall of colour.

ZAPP Control your gunsights to target the attacking pods: fire either **1** or 2 zaps to destroy them and to protect your cities and weapon emplacements. You have only limited energy reserves, so zap sparingly. You receive bonus points for remaining energy. The game is over when all cities are destroyed.

Controls: Q up, Z down, I left, P right, SPACE fire.

STAR TRADER You are the pilot of a merchant vessel. You secure a loan from the Solar Interstellar Bank to purchase a second-hand merchant ship. With the little cash left over, you decide to enter the world of interstellar speculation. Use cash to purchase various items then travel to worlds where demand for these items is great and sell them at a profit. You must repay the bank or risk repossession. Instructions are contained in game.

LOONEY LANDA You have a spacecraft at your disposal. Your mission is to land the craft softly on the moon. Thrust can be varied up to five without exceeding safety limits and, in emergencies, can retro up to nine, risking engine burn-out. Lateral control is by rolling the craft left or right and thrusting.

Controls: Increase thrust with Z, reduce with Q, roll left or right with I or P.

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